



AMETHYST

PRINCESS OF GEMWORLD

95¢

4

APR. 85



HELLO, GIRLS...

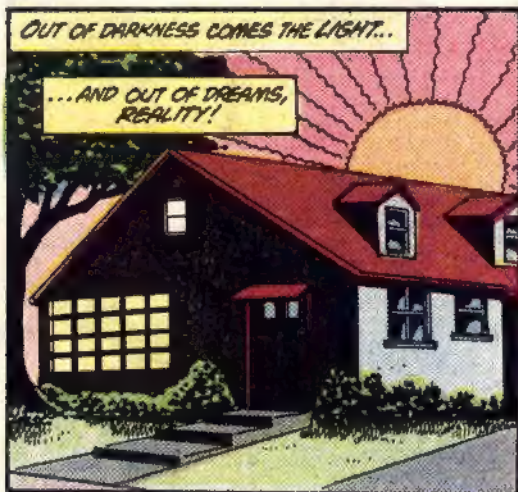
...FANCY MEETING *YOU* HERE!

PC-BJS



OUT OF DARKNESS COMES THE LIGHT...

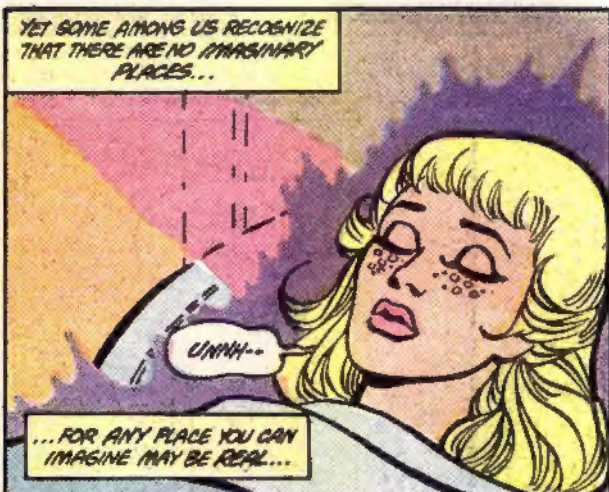
...AND OUT OF DREAMS,
REALITY!



YET SOME AMONG US RECOGNIZE
THAT THERE ARE NO IMAGINARY
PLACES...

UNNH...

...FOR ANY PLACE YOU CAN
IMAGINE MAY BE REAL...



...IF YOU REMEMBER IT UPON
AWAKENINGS!

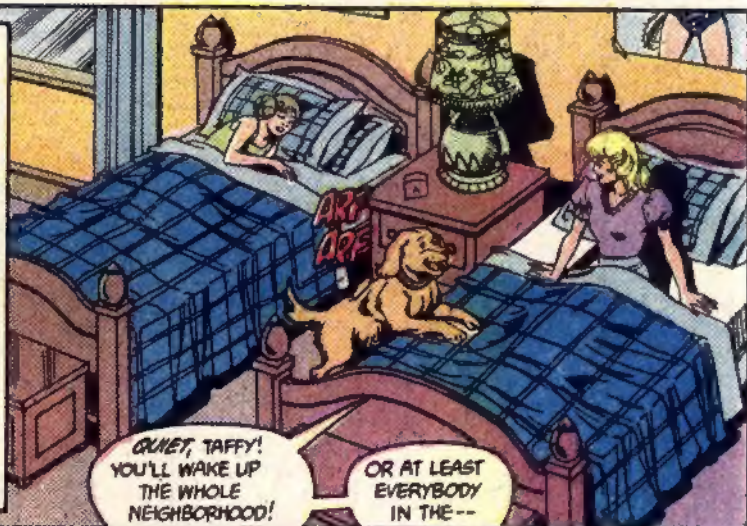
GEE, WHAT
TIME IS
IT?

I STILL
FEEL SO
SLEEPY!



QUIET, TAFFY!
YOU'LL WAKE UP
THE WHOLE
NEIGHBORHOOD!

OR AT LEAST
EVERYBODY
IN THE--



AMETHYST!

HUH? WHAT IS
IT, EMILY?

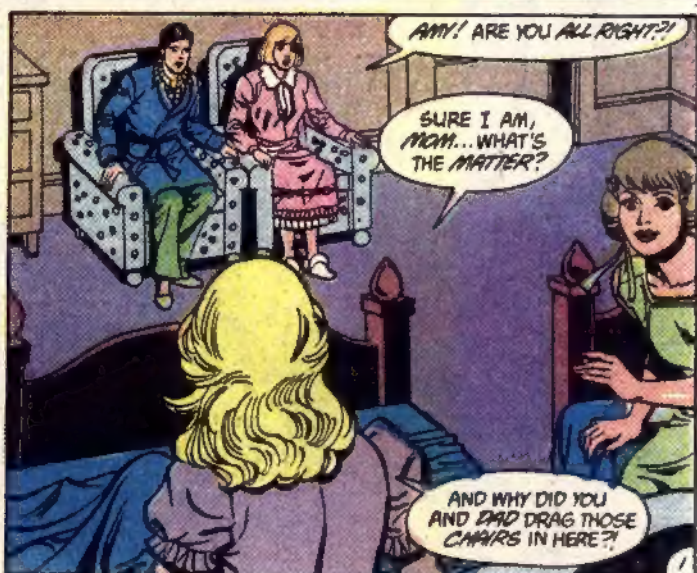
UNCLE HERB!
AUNT MARION!



AMY! ARE YOU ALL RIGHT?!

SURE I AM,
MOM...WHAT'S
THE MATTER?

AND WHY DID YOU
AND DAD DRAG THOSE
CHAIRS IN HERE?!



SUDDENLY THERE IS MAGIC... AND A CHILD'S DREAMS BECOME REALITY! FOR ON A WORLD OF FANTASY, AMY HADSON LEADS ANOTHER LIFE... THE LIFE OF...

AMETHYST

PRINCESS OF GEMWORLD

AMY, WE WERE SO WORRIED ABOUT YOU! WE DIDN'T KNOW WHAT WAS WRONG!

MUM, WHAT'S EVERYBODY GETTING SO INTENSE ABOUT? YOU'D THINK THAT SOMEONE DIED OR...

OMIGOSH! I TURNED INTO AMETHYST, DIDN'T I? I FELL ASLEEP... AND THEN I WAS BACK ON THE GEMWORLD!



THERE and BACK AGAIN

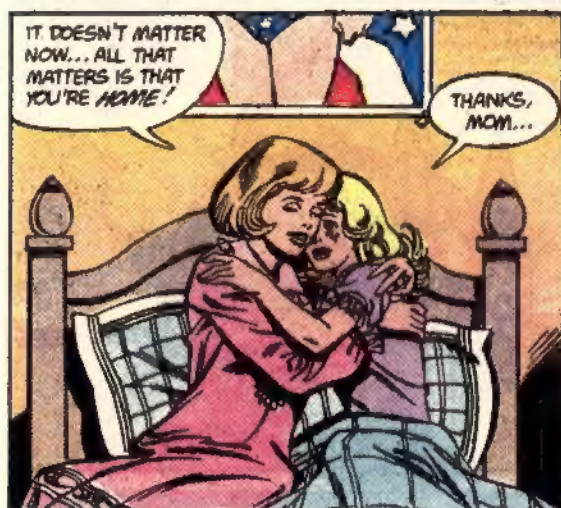
DAN MISHKIN
& GARY COHN
WRITERS

KURT SCHAFFENBERGER
& RONNIE TANGHAL
ARTISTS

JOHN COSTANZA
LETTERER

CARL GIFFORD
COLORIST

KAREN BERBER
EDITOR



IT DOESN'T MATTER NOW... ALL THAT MATTERS IS THAT YOU'RE HOME!

THANKS, MOM...



...BUT HOW LONG HAVE I BEEN GONE?

JUST OVERNIGHT--ALMOST AS SOON AS YOU FELL ASLEEP, THE SPIRIT OF AMETHYST ROSE UP OUT OF YOU AND DISAPPEARED...

...ALTHOUGH YOUR *ANY* BODY STAYED BEHIND!



CITRINA MUST HAVE BROUGHT ME THERE SOMEHOW! WHEN I ARRIVED AT CASTLE AMETHYST, SHE WAS IN A COMA--

--BUT I COULD SENSE HER CALLING MY NAME!



CITRINA'S AWFULLY SICK AND NOBODY KNOWS WHY...

STILL, HER *SUBCONSCIOUS* CALL MUST'VE BEEN ABLE TO TAKE ME TO HER WHEN I WAS SLEEPING AND COULDN'T RESIST!



BUT...IF YOU KNEW I WAS "GONE," WHY DIDN'T YOU TRY TO MAKE ME?

WE DIDN'T KNOW FOR SURE WHAT THAT WOULD DO...



THAT MUST BE WHY I FADED OUT, FOR A SECOND AT THE DIAMOND TEMPLE! *

BUT IT WAS PROBABLY SAFE TO WAKE ME UP-- SINCE THE SUN DID IT ANYWAY WITH NO HARM!

* IN ISSUE #2 -- KB.



DID YOU RETURN TOO SOON, THEN... BEFORE YOUR WORK WAS FINISHED THERE?

YOU HAVEN'T TOLD US YET *WHY* CITRINA WANTED YOU SO BADLY!



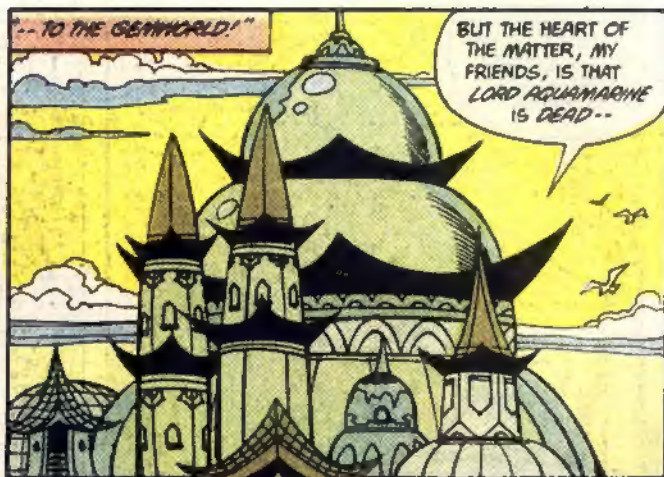
I'M NOT REALLY CERTAIN...! I DON'T KNOW IF IT WAS TO STOP FIRE JADE--

--OR IF THERE'S AN EVEN BIGGER PROBLEM THAT SHE STILL NEEDS ME FOR!



HOLD IT
RIGHT
THERE,
AMY!

I DON'T WANT TO
HEAR THAT KIND
OF TALK! I DON'T
EVEN WANT YOU
THINKING ABOUT
GOING BACK--



-- TO THE SEENWORLD!

BUT THE HEART OF
THE MATTER, MY
FRIENDS, IS THAT
LORD AQUAMARINE
IS DEAD--



--AND THAT THIS DOMAIN
CANNOT BE REBUILT UNLESS
WE WORK CLOSELY WITH
THOSE THAT OVERTHREW
HIM!



YOU *MUST* GIVE GUAR AND
HIS RABBLE--ER, *REBELS*--
THEIR DUE!

BUT THIS NOTION OF
CREATING A SO-CALLED
REPUBLIC, LORD MOONSTONE...!
IT IS FAR TOO MUCH TO ASK!



I UNDERSTAND YOUR FEARS,
WZIER! I WOULD TREAT GRAVELY
SUCH A NOTION IN MY OWN REALM!

BUT AMETHYST HERSELF
BELIEVES THE IDEA TO BE
A GOOD ONE...



AND AQUAMARINE *HAS* BECOMING
SOMETHING OF A DESPOT!

PERHAPS ALL THAT GUAR
MEANS BY THIS TALK OF A
REPUBLIC--

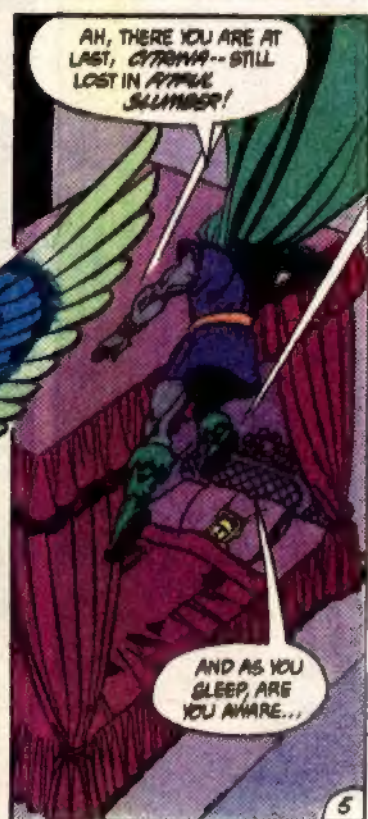
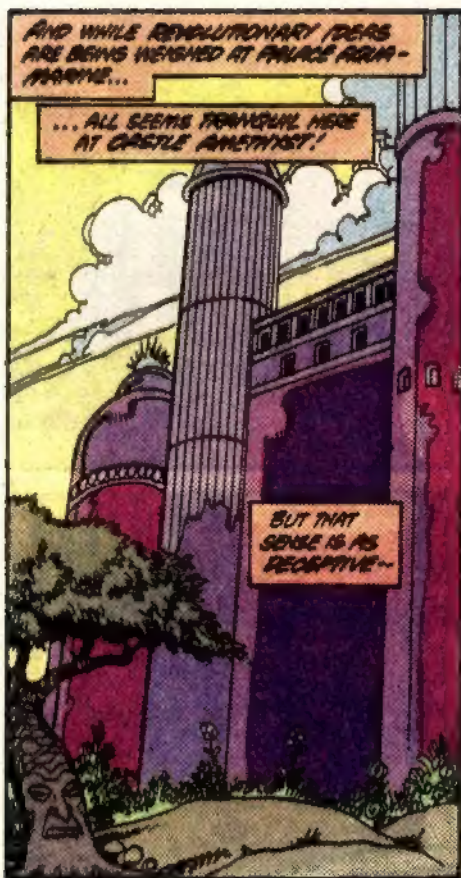
-- IS THAT AS THE
NEW LORD, HE'LL BE
MORE RESPONSIVE TO
THE MASSES!

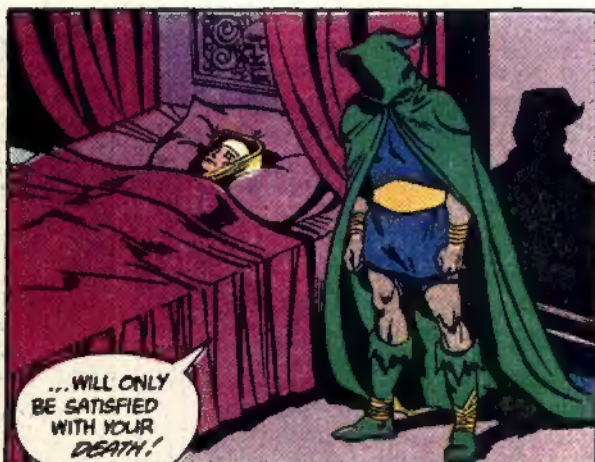


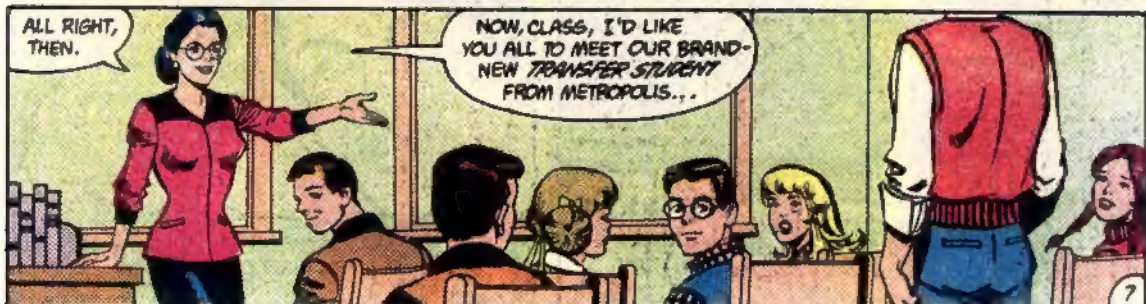
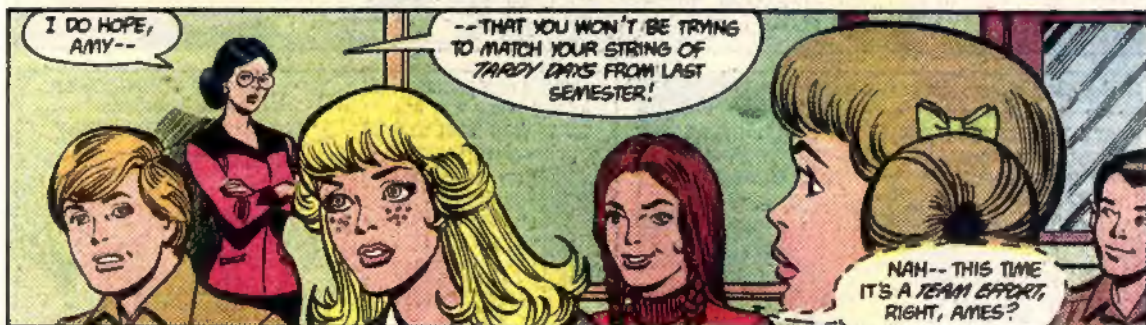
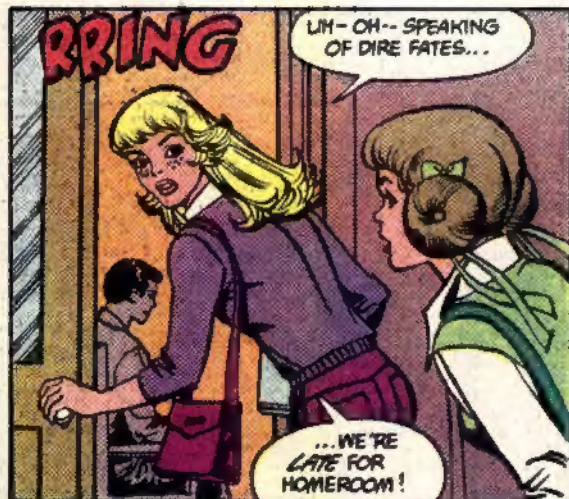
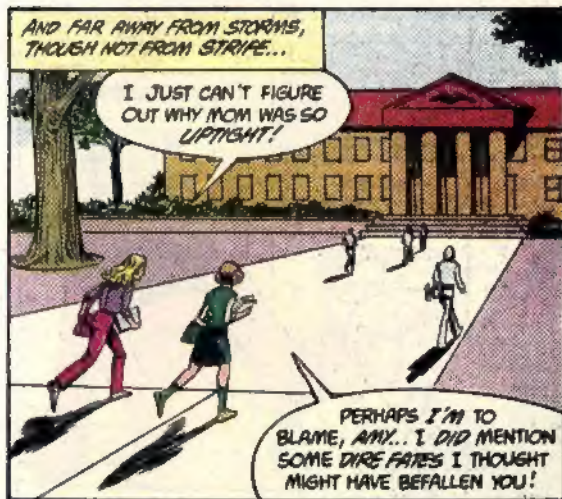
YOU *MISCONSTRUE* HIM,
MOONSTONE...

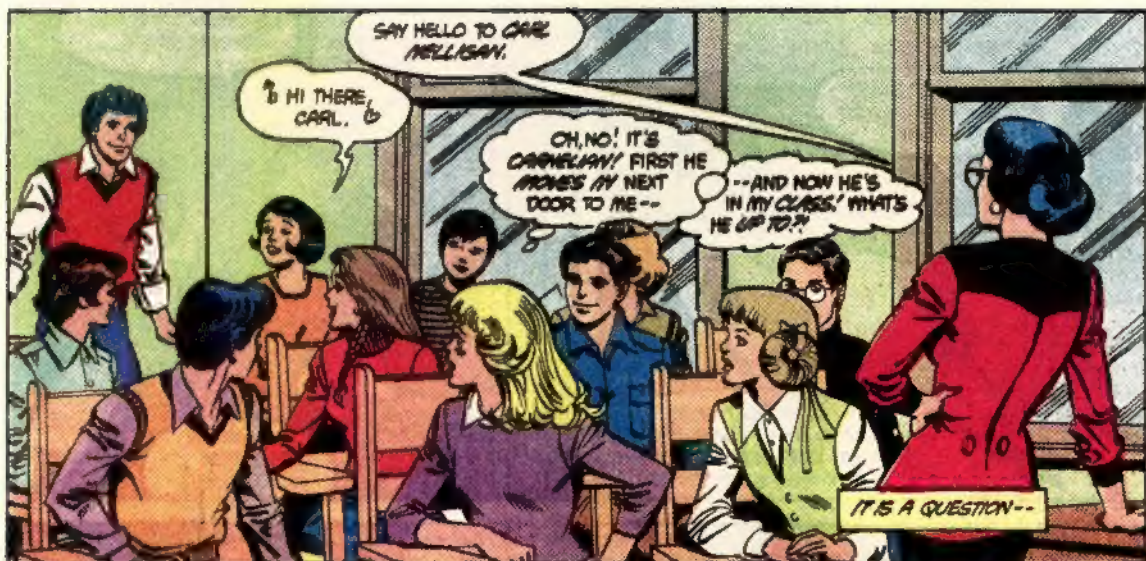
... FOR GUAR HAS *RESPONDED*
HIS PEOPLE'S CALL TO BECOME
THEIR *ARCHARCH*... AND REQUESTS
TO KNOW WHICH OF THE OLD
NOBILITY--

-- WISH TO SERVE
WITH HIM ON THE
REPRESENTATIVES
COUNCIL!









SAY HELLO TO CARL MELLISAN.

HI THERE CARL.

OH, NO! IT'S CARL MELLISAN! FIRST HE MOVES MY NEXT DOOR TO ME--

--AND NOW HE'S IN MY CLASS! WHAT'S HE UP TO?!

IT IS A QUESTION--

-- THE OTHERS WILL SOON BE ASKING...

WHAT'S THE STORY WITH THIS CARL GUY, AMY? YOU AND ENVY ACT LIKE HE'S GOT THE PLEASURE.

BUT EVERYONE ELSE SEEMS TO THINK HE'S PRINCE CHARMING...



THERE'S NOT ENOUGH ROOM AT THE TABLE FOR THE GIRLS WHO WANT TO HAVE LUNCH WITH HIM--

-- AND HE'S GOT A COUPLE OF JOCKS STANDING AROUND LIKE BODYGUARDS!



HI, AMY... HI, RITA! MIND IF I SIT WITH YOU?

GO AHEAD--YOU CAN START YOUR OWN ~~ARMY~~ LIKE THE NEW KID!

BUT YOU'RE NOT GOING TO GET MUCH CONVERSATION OUT OF MISS SLEEPHEAD HERE!

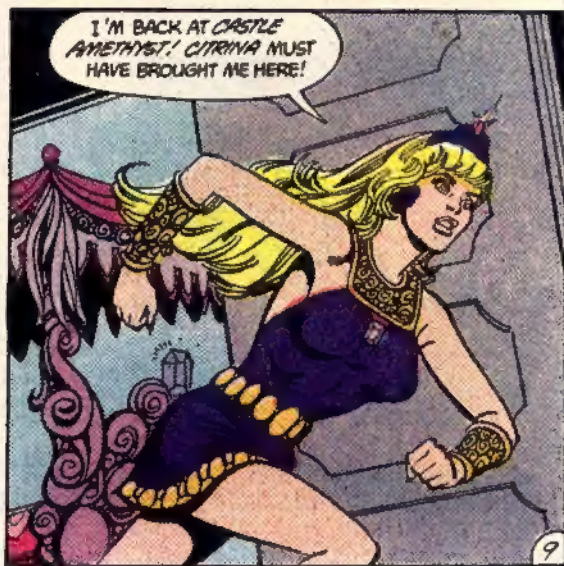
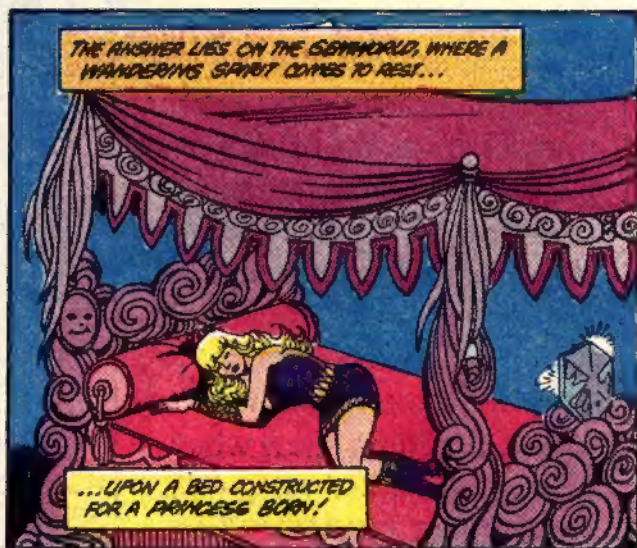


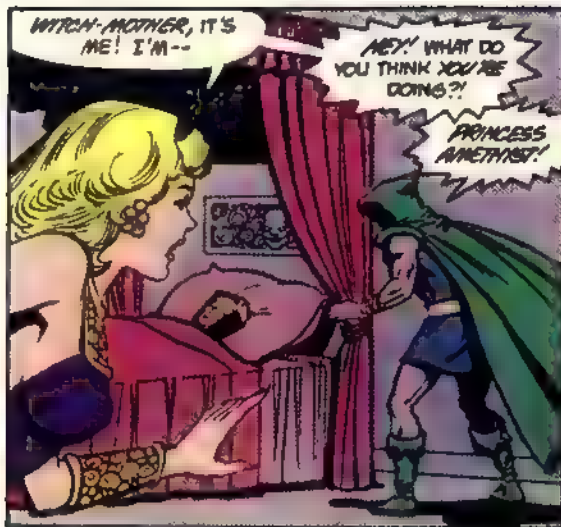
I SAW THE LIGHTS ON AT YOUR HOUSE WHEN I WENT WITH MY DAD TO OPEN HIS BAKERY THIS MORNING, AMY...

WERE YOU UP ALL NIGHT OR SOMETHING?



CONTINUED ON 2ND PAGE FOLLOWING

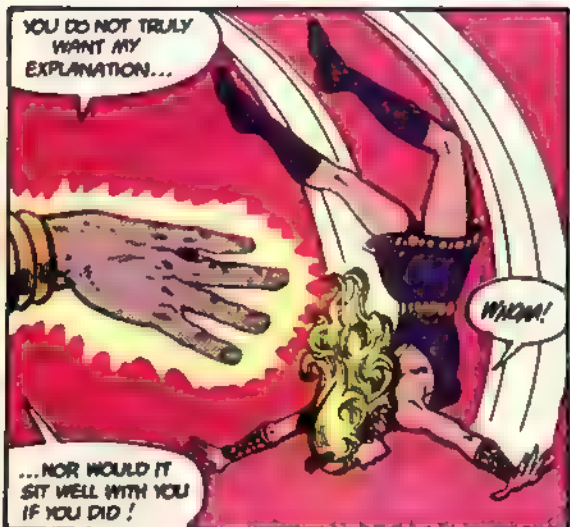




WITCH-MOTHER, IT'S ME! I'M--

HEY! WHAT DO YOU THINK YOU'RE DOING?!

PRINCESS ANETHIST!



YOU DO NOT TRULY WANT MY EXPLANATION...

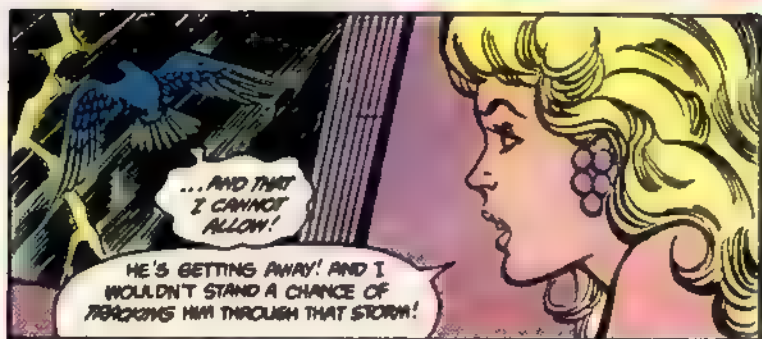
WAAAA!

...NOR WOULD IT SIT WELL WITH YOU IF YOU DID!



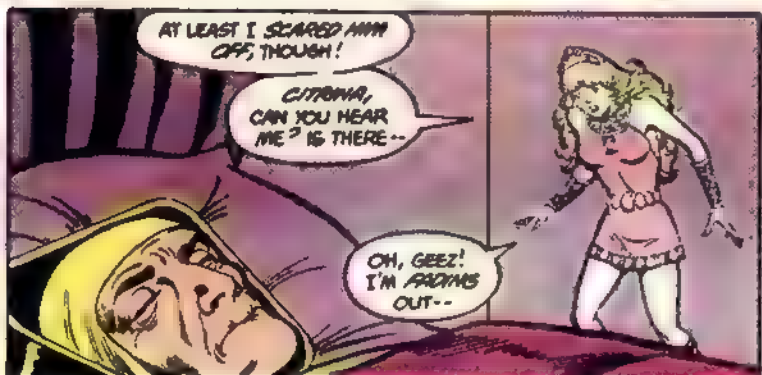
NO, YOUR ONLY WISH IS TO CAPTURE ME...

WHAT THE--? HE'S A SHAPE-SHIFTER!



...AND THAT I CANNOT ALLOW!

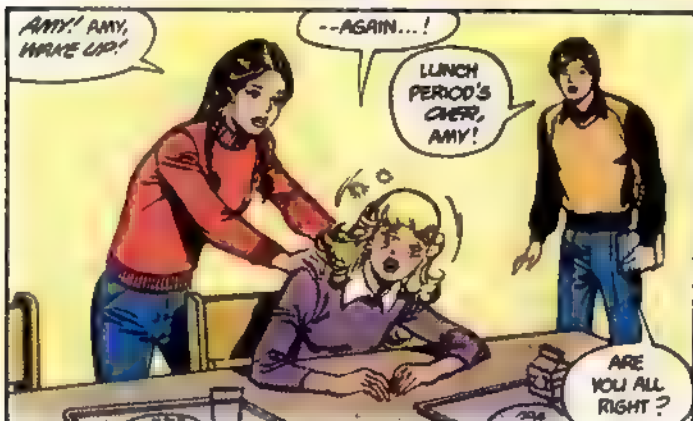
HE'S GETTING AWAY! AND I WOULDN'T STAND A CHANCE OF TRACKING HIM THROUGH THAT STORM!



AT LEAST I SCARED HIM OFF, THOUGH!

CYTHRA, CAN YOU HEAR ME? IS THERE--

OH, GEEZ! I'M FADING OUT--



AMY! AMY, WAKE UP!

--AGAIN...!

LUNCH PERIOD'S OVER, AMY!

ARE YOU ALL RIGHT?



YEAH... I'M OKAY.

BUT WHAT ABOUT CYTHRA...? WHAT'S HAPPENING TO THE GEMMENDRY?

THE SANDS STRETCH FARTHER THAN
THE EYE CAN SEE...

...AND FARTHER STILL ARE THE GEMWORLD'S BOUNTIFUL
RIVERS AND FORESTS--AND THE MAJESTY BROUGHT BY
HUMAN HAND: CASTLE AMETHYST, HOME KEEP...

YET HERE, THERE IS NO SIGN OF
LIFE, WHERE ONCE IT REIGNED
BENEATH THE SCORCHING SUN...

...OR IS THERE?

RRR-MMM

DEAD!

ALL! ALL DEAD
AND GONE!

MY
WIFE!
MY
SUBJECTS!

KRAK

AND ALL THE SANDS
OF MOUNTAINS--
CAN'T BEGIN TO
CLEANSE THE
BITTER TASTE
UPON MY
TONGUE!

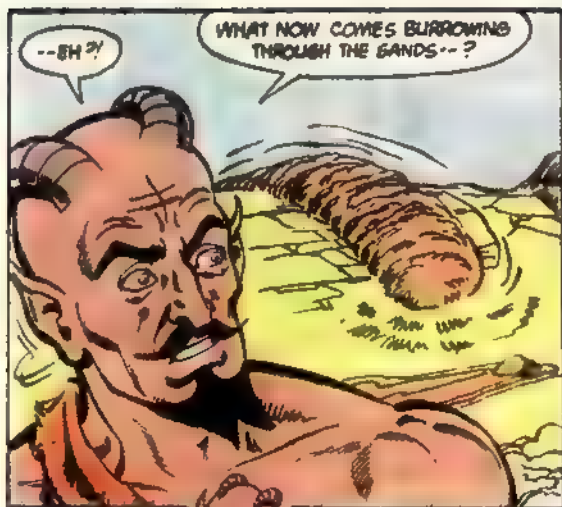
WHY?

WHAT CALLOUS FATE HAS ROBBED
ME OF THE ONLY THINGS THAT I
HAVE LOVED?

WHAT MONSTROUS
MAGIC CAUSED MY
KINGDOM TO BE
SWALLOWED IN THE FLOOD... *

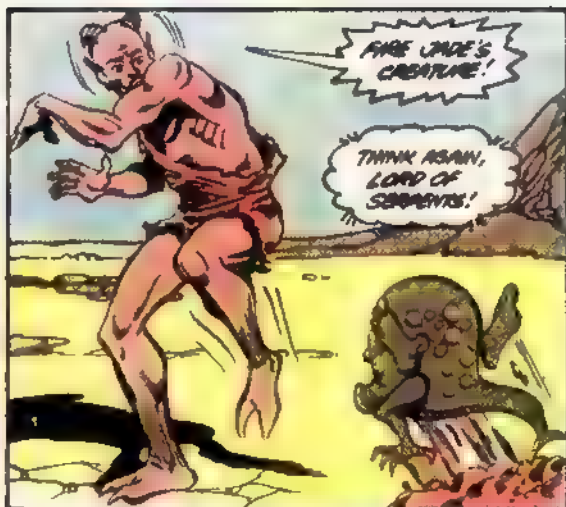
...AND YET
DID LET ME
LIVE?

NO... NO... ~~ANS~~
IS NOT THE ANSWER!
I MUST THINK...
AND IN SOME WAY
UNDERSTAND
HOW--



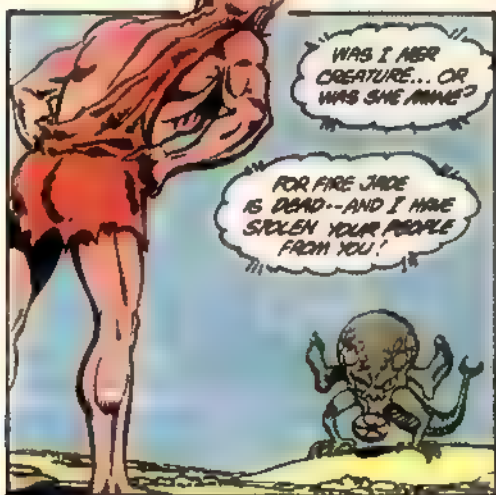
--EH?!

WHAT NOW COMES BURROWING
THROUGH THE SANDS--?



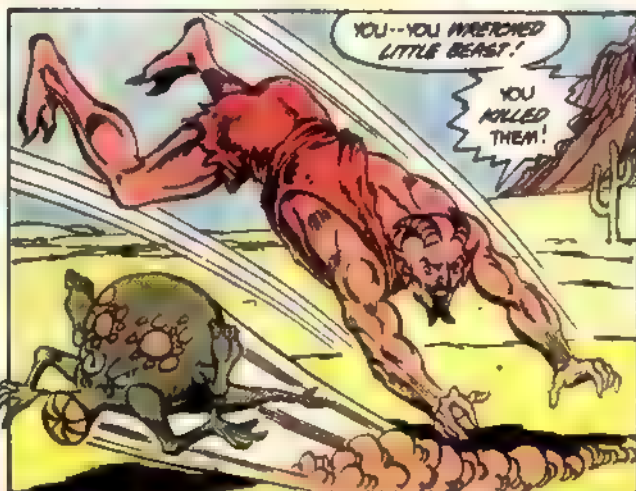
FIRE JADE'S
CREATURE!

THINK AGAIN,
LORD OF
SERPENTS!



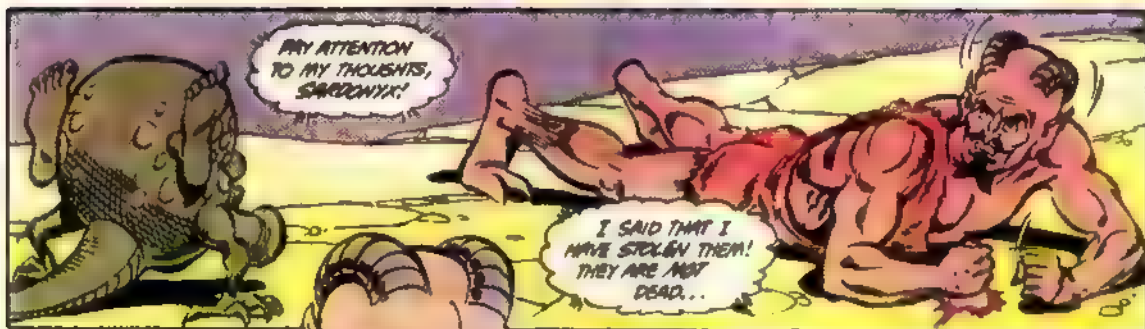
WAS I HER
CREATURE... OR
WAS SHE MINE?

FOR FIRE JADE
IS DEAD--AND I HAVE
STOLEN YOUR PEOPLE
FROM YOU!



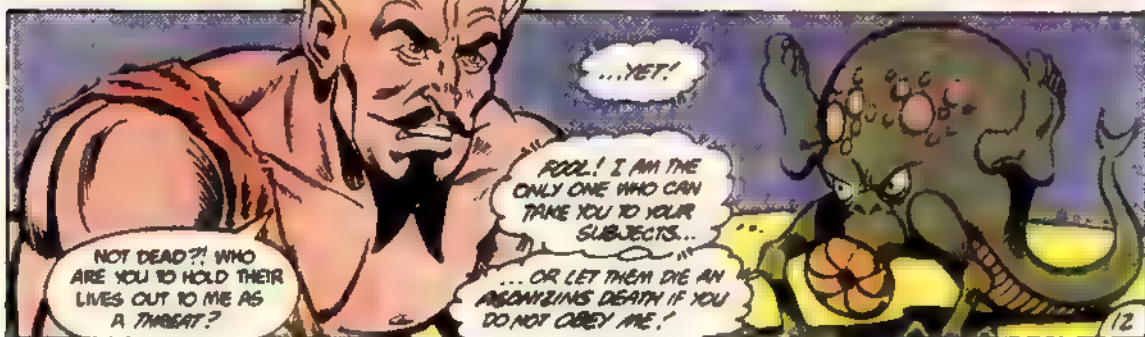
YOU--YOU WRETCHED
LITTLE BEAST!

YOU
KILLED
THEM!



PAY ATTENTION
TO MY THOUGHTS,
SARDONYX!

I SAID THAT I
HAVE STOLEN THEM!
THEY ARE NOT
DEAD...

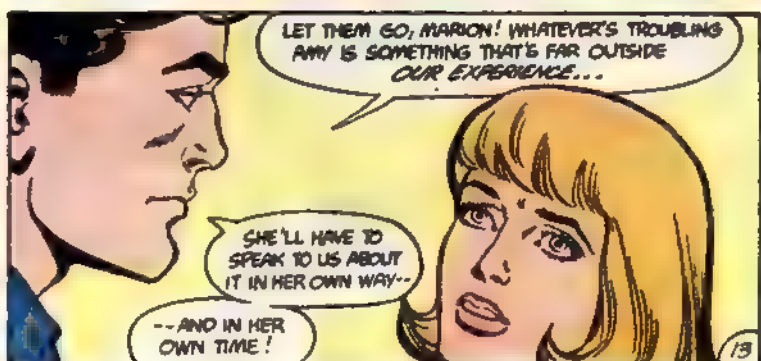
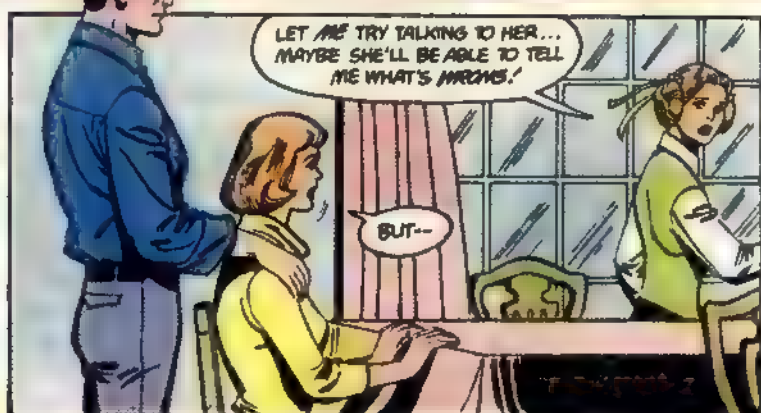
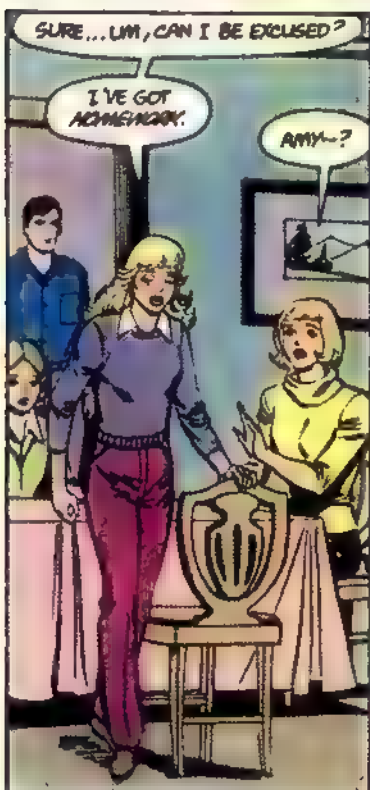
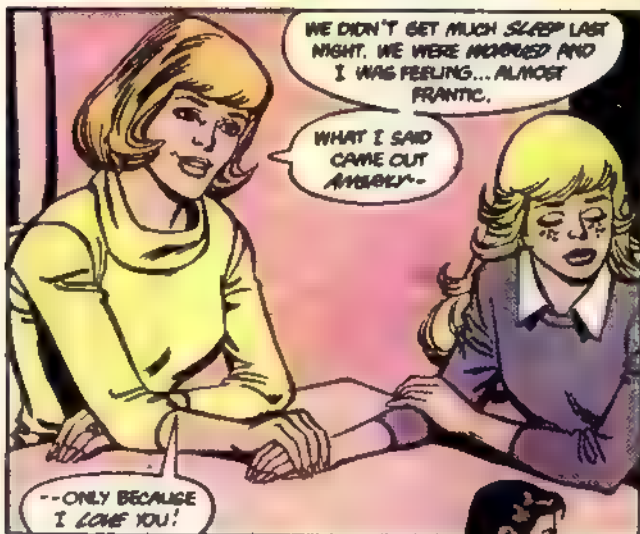


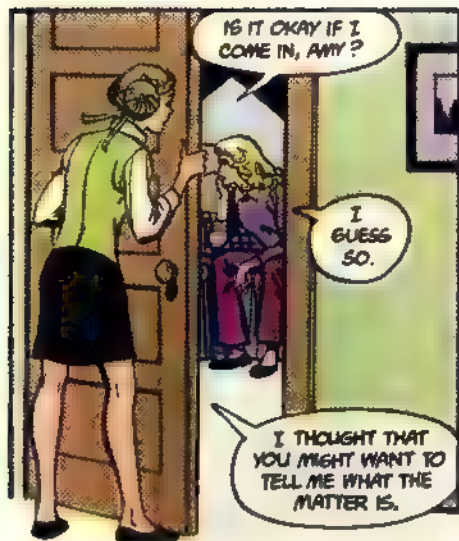
...YET!

FOOL! I AM THE
ONLY ONE WHO CAN
TAKE YOU TO YOUR
SUBJECTS...

...OR LET THEM DIE AN
AGONIZING DEATH IF YOU
DO NOT OBEY ME!

NOT DEAD?! WHO
ARE YOU TO HOLD THEIR
LIVES OUT TO ME AS
A THREAT?





IS IT OKAY IF I
COME IN, ANY?

I
GUESS
SO.

I THOUGHT THAT
YOU MIGHT WANT TO
TELL ME WHAT THE
MATTER IS.



EMMY, I--I WENT TO THE
GEOMWORLD AGAIN!

YES--BUT BY
THE TIME WE GOT
TO SCHOOL, YOU
DIDN'T SEEM TOO
CONCERNED ABOUT--



NO! I WENT
AGAIN! THIS
AFTERNOON!

WHAT?!

I FELL ASLEEP
AT LUNCH AND
I WAS GONE!



I GOT TO CASTLE AMETHYST
JUST IN TIME--

--TO DRIVE OFF
SOME MYSTERY
MAN WHO WAS
HOVERING OVER
CITRINA AT HER
BEDSIDE!



THEN IT *MUST* BE SHE WHO
IS DRAWING YOU THERE--
STEALING AMETHYST
AWAY WHEN YOU'RE
SLEEPING!



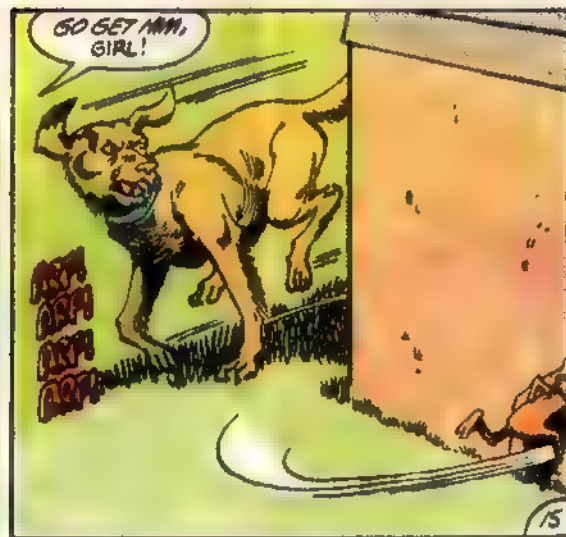
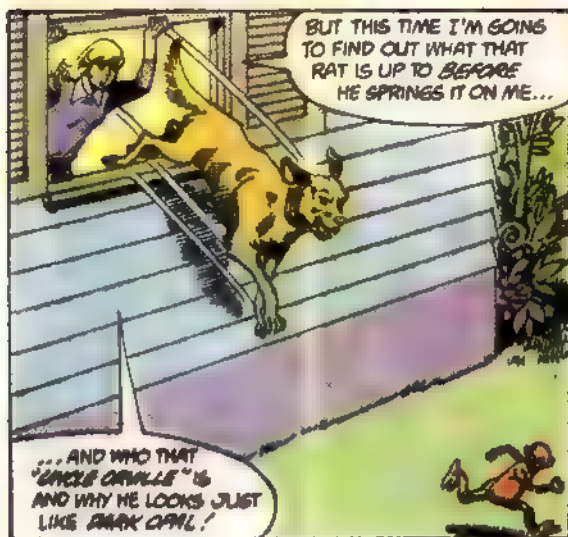
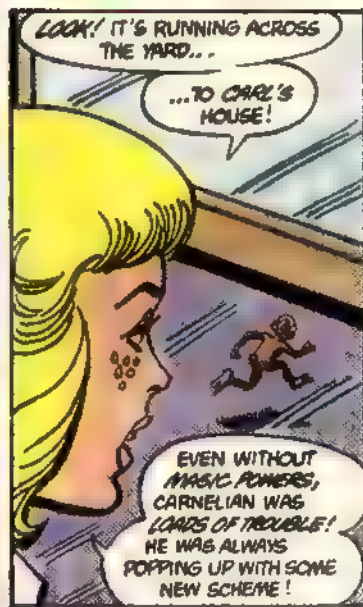
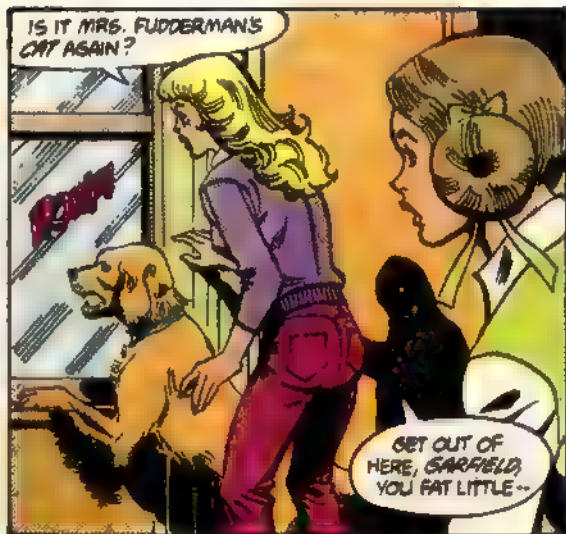
SO WHAT HAPPENS THE *NEXT* TIME I
FALL ASLEEP? I CAN'T CONTROL IT!

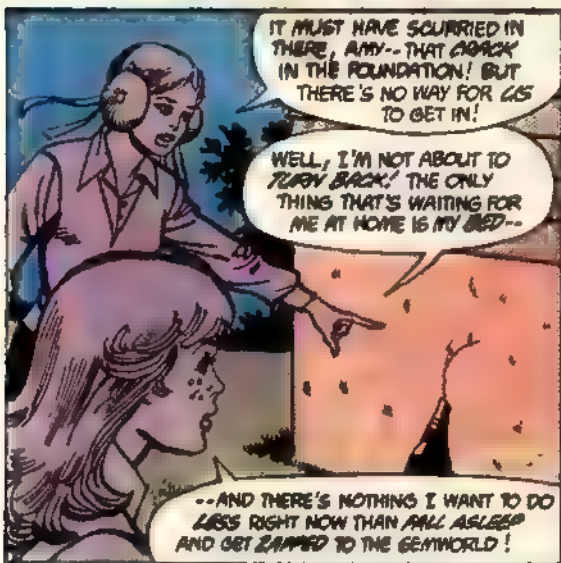
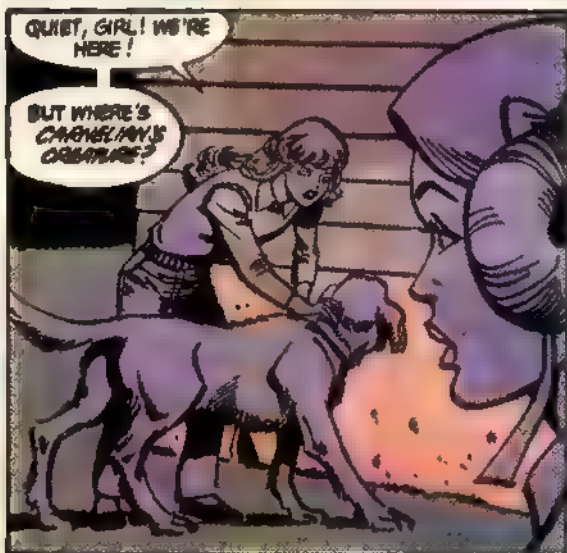
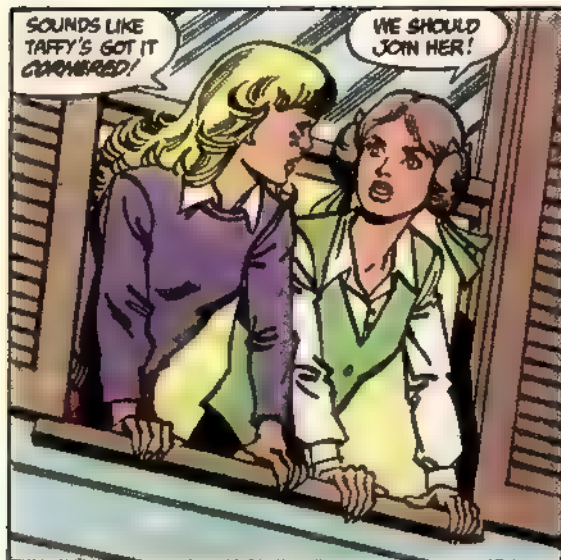
I SURE DON'T WANT TO
KEEP TURNING INTO AMETHYST
...GOING BACK TO THE
GEOMWORLD EVERY TIME I
PUT MY HEAD DOWN!

AND I DON'T KNOW
WHAT I'M SUPPOSED
TO SAY TO MOM AND
DAD NOW...ESPECIALLY
MOM!



I CAN'T; WHYY?
STAY AWAKE FOREVER,
EITHER!

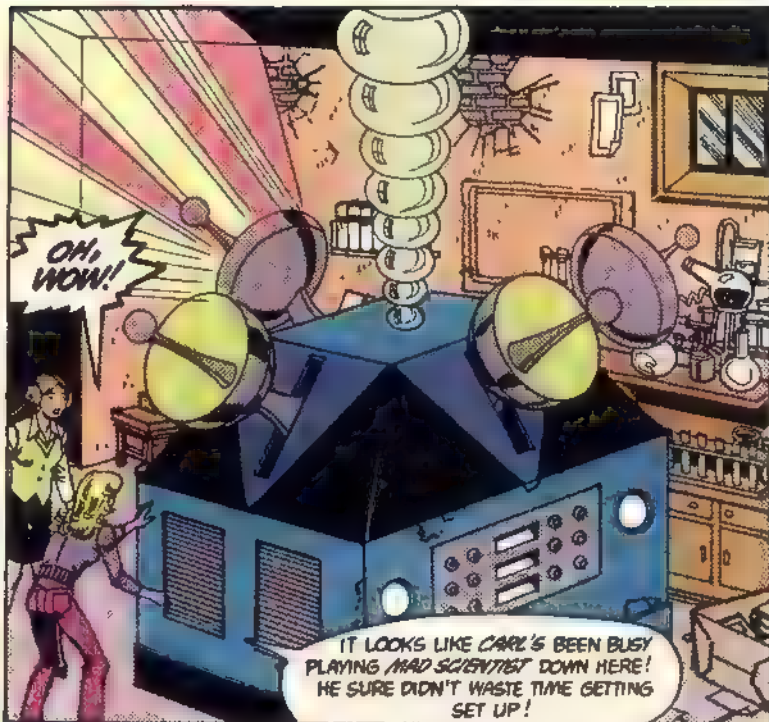






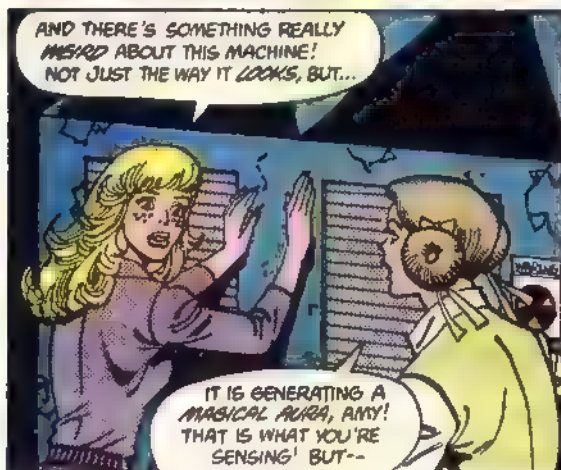
WHERE DO YOU SUPPOSE THAT
EERIE GLOW IS COMING FROM?

I DUNNO, IT
MIGHT BE--



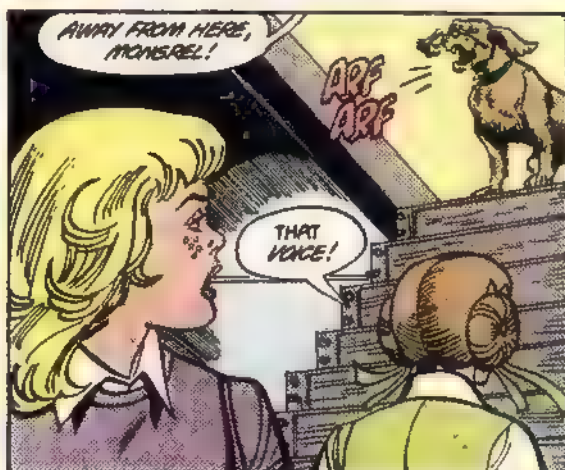
OH,
WOW!

IT LOOKS LIKE CARL'S BEEN BUSY
PLAYING MAD SCIENTIST DOWN HERE!
HE SURE DIDN'T WASTE TIME GETTING
SET UP!



AND THERE'S SOMETHING REALLY
WEIRD ABOUT THIS MACHINE!
NOT JUST THE WAY IT LOOKS, BUT...

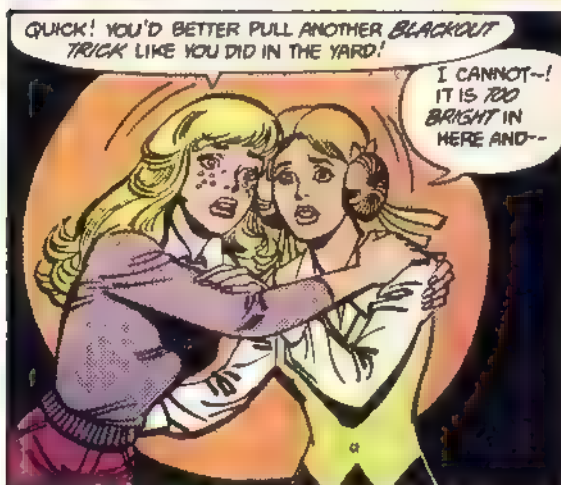
IT IS GENERATING A
MAGICAL AURA, AMY!
THAT IS WHAT YOU'RE
SENSING! BUT--



AWAY FROM HERE,
MONSIEUR!

ARF
ARF

THAT
VOICE!



QUICK! YOU'D BETTER PULL ANOTHER BLACKOUT
TRICK LIKE YOU DID IN THE YARD!

I CANNOT--!
IT IS TOO
BRIGHT IN
HERE AND--



NO! WHAT
IS THIS?!

WHAT FOOLS ARE THESE WHO DARE
INVADE MY HOME...

...AND IN
SO DOING
GUARANTEE
THEIR
DEATHS!?

CONTINUED ON 3RD PAGE FOLLOWING



DEATH MAY NOT BE THE OUTCOME AT
CASTLE TARGRUCKSE-- BUT HERE
PIERCE BATTLE HAS ALREADY
BEEN JOINED...

SHE IS GOOD--
TOO GOOD PERHAPS!

DO YOU STILL SAY
THAT NONE CAN BEST
YOU, LADY?



NONE HAS SINCE
I BEGAN THESE
CONTESTS, GRUNA!

YOU'RE BRAGGING,
TARGRUCKSE--AND SOON
WILL FIND YOURSELF
RED-ARMED AS WELL
AS HAIRIED!



DOES SHE LET HER SUBJECTS SPEAK
TO HER WITH SUCH AUTHORITY?

IT IS OUR LADY'S WAY
TO TREAT HER
MINISTERS AS
HER ENEMIES...

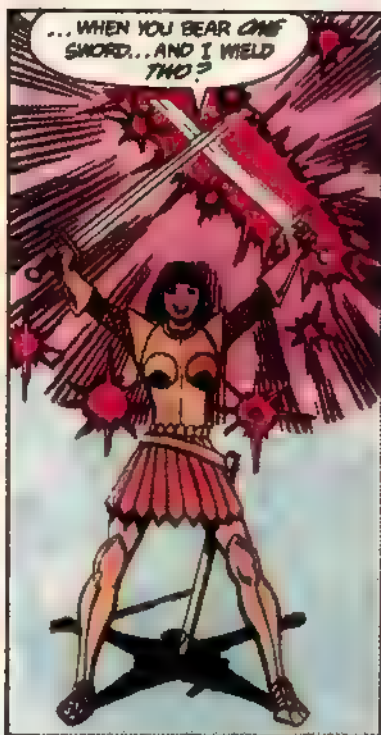
...ALTHOUGH
IN TRUTH--



--THERE IS NO
ONE WHO COMPARES
WITH HER!

I HAVE
YOU NOW,
GRUNA!

HAVE YOU
INDDED,
MY LADY...

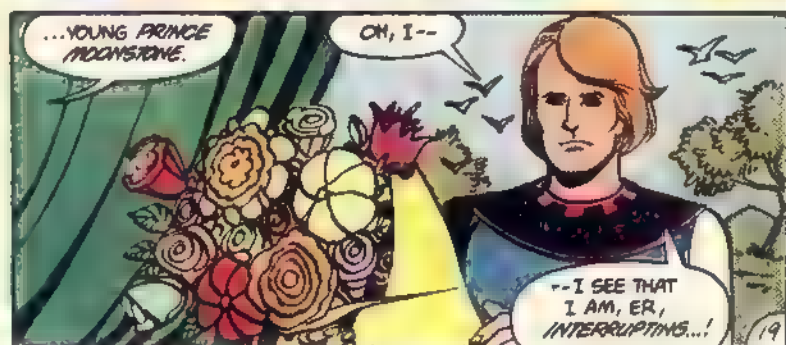
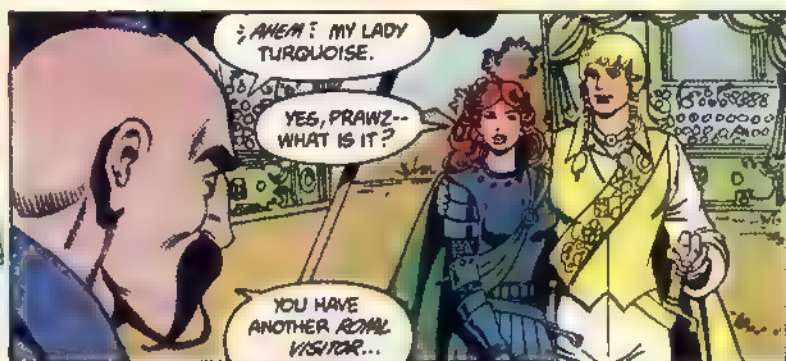
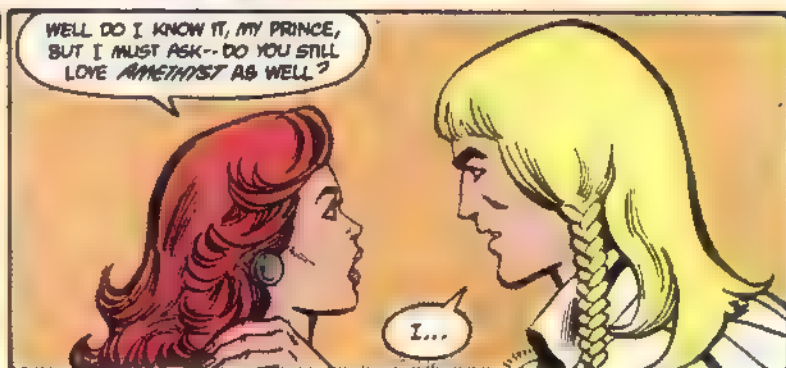
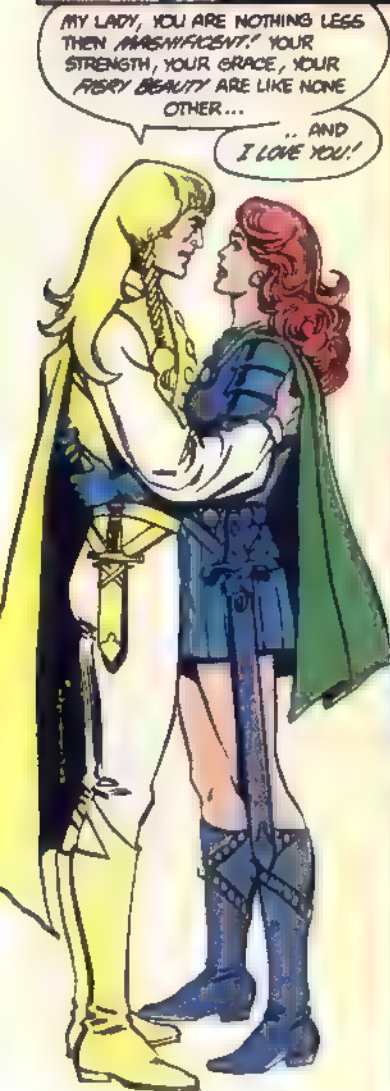


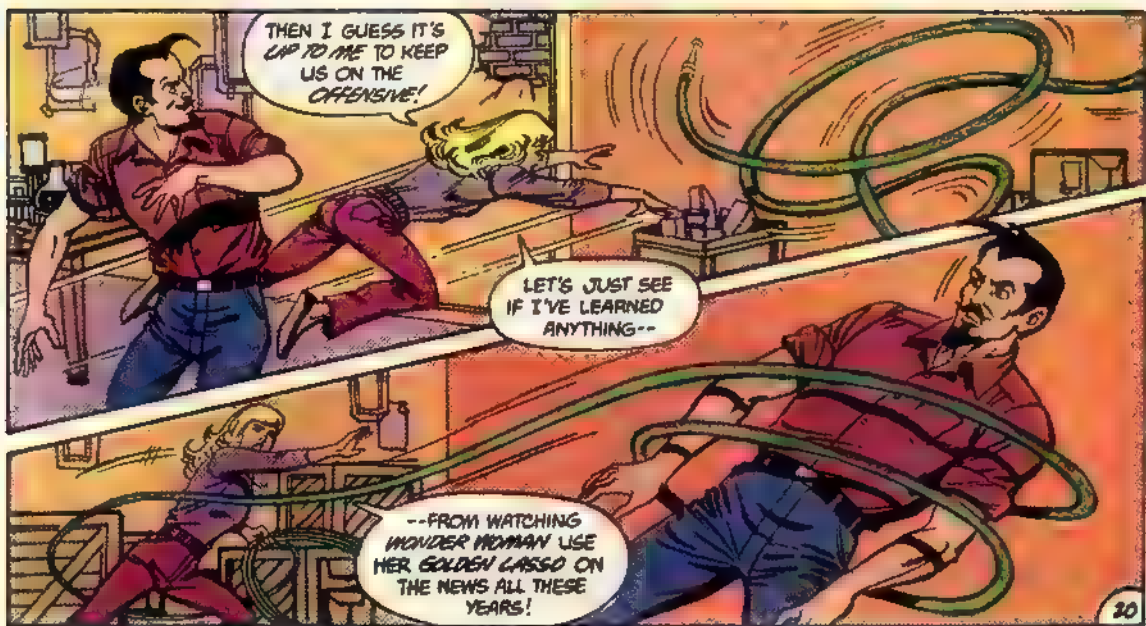
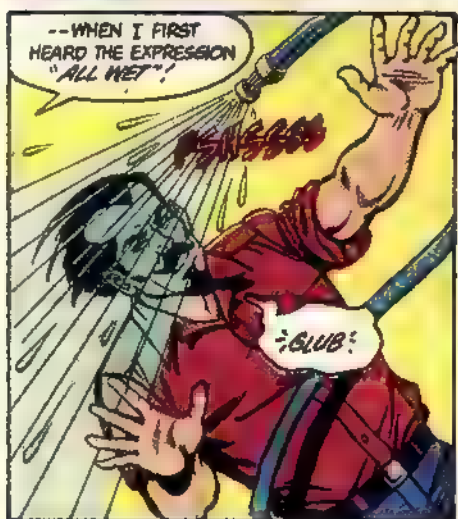
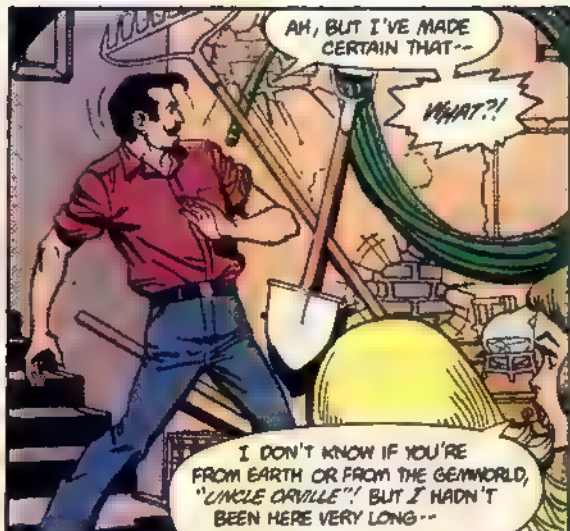
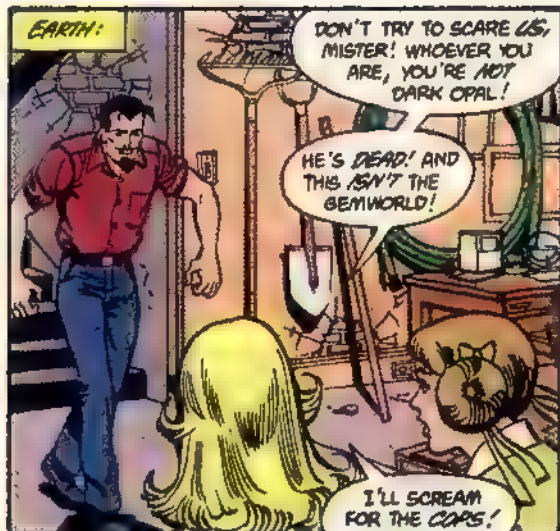
...WHEN YOU BEAR ONE
SWORD... AND I WIELD
TWO?



I'M PLEASED TO
SEE MY SMITHS
AND WIZARDS
HAVE NOT BEEN
IDLE...

BUT NO
ENCHANTED
BLADE--







WE'VE GOT HIM, ENVY!

I JUST WISH I HAD MY OWN MAGIC POWERS TO BIND HIM MORE SECURELY!

BUT YOU HAVE SAID YOURSELF, GIRL, THAT THIS IS *NOT* THE GEMWORLD!

AND EVEN THERE YOUR SPELLS WOULD BE AS NOTHING...



-- BEFORE MY ANGRY!

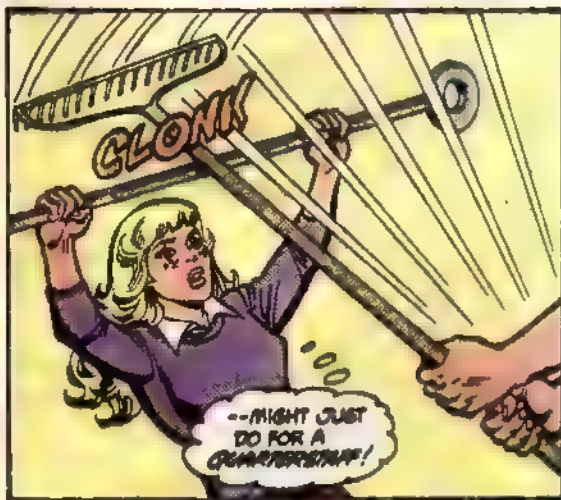


NOW I THINK I SHALL *ABANDON* YOU BEFORE MY NEPHEW RETURNS FROM HIS ERRAND...

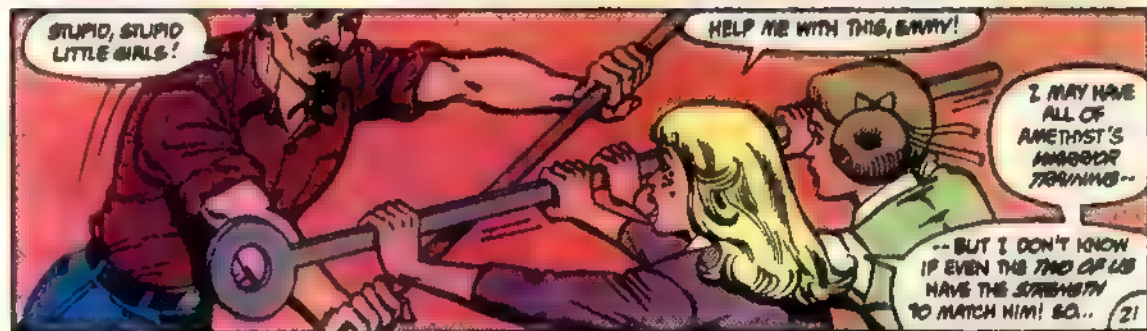


... AND LET *ANY* DECIDE WHAT SHOULD BE DONE WITH YOUR ABANDON!

GOTTA ACT FAST! THIS PIECE OF GEM'S MACHINE--



--MIGHT JUST DO FOR A GEM-TESTING!



STUPID, STUPID LITTLE GIRLS!

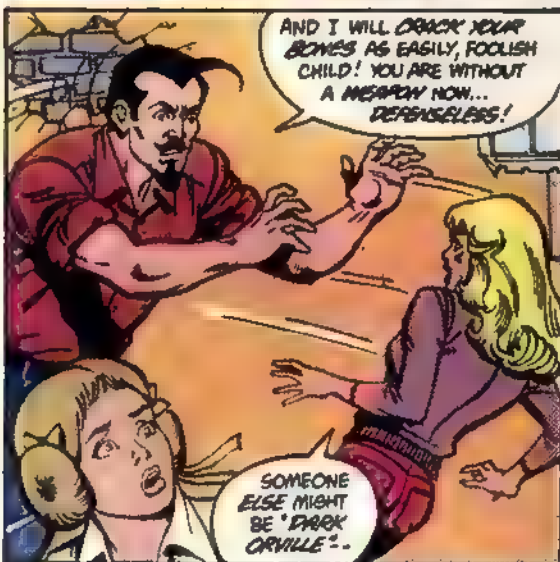
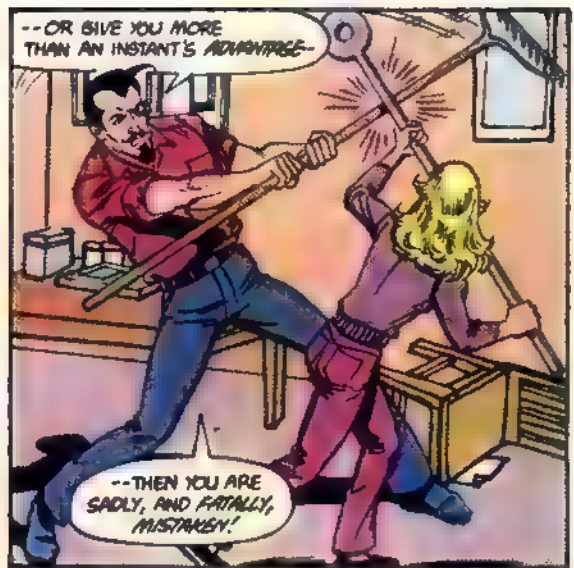
HELP ME WITH THIS, ENVY!

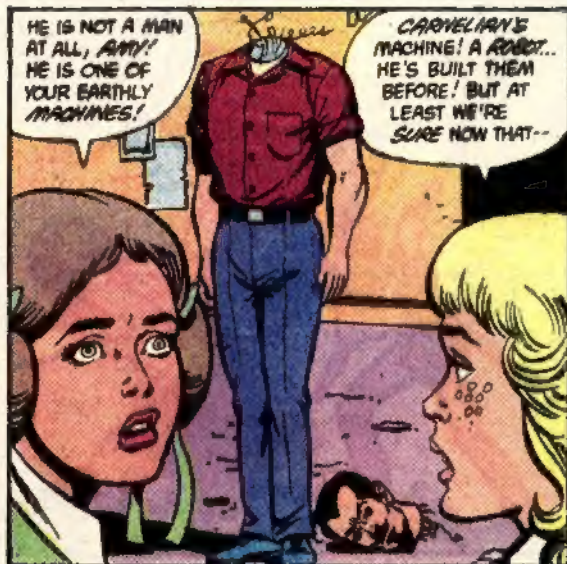
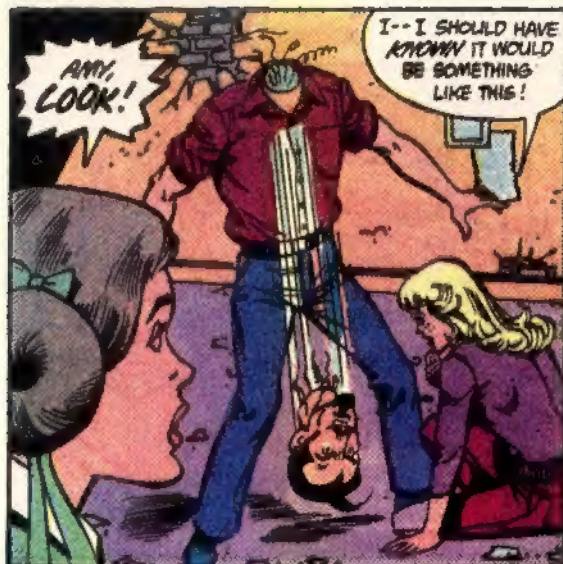
I MAY HAVE ALL OF AMETHYST'S MAGICAL POWERS--

-- BUT I DON'T KNOW IF EVEN THE TWO OF US HAVE THE STRENGTH TO MATCH HIM! SO...

21

CONTINUED ON 2ND PAGE FOLLOWING







DC Comics Inc.
655 Fifth Avenue
New York, NY 10103

Janette Kahn, President and Publisher
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Dear Karen,

Well done! Congratulations to you, to Dan and Gary, to Ric, Ernie, John, and Carl, for producing the second first issue(?) of AMETHYST, PRINCESS OF GEMWORLD. Also, for actually improving on the excellence of the maxi-series. Yes, I mean it. Good as the original issues were, AMETHYST #1 is even better.

You have, indeed, come up with "a fresh, new storyline..." which does more than stand up to the scrutiny of this "old" reader. The new developments in "The Long Way Home" have convinced me that you are in no danger of repeating the better aspects of Amethyst's first series. You look to have improved on them. The appearance of Carnelian and Dark Opal (or probably, his look-alike) next door to the Winston's, Amy's relationship with Rita and Emerald, and the "splitting" of Amethyst/Amy have guaranteed my undivided attention for as long as this book lasts.

I'm already trying to outguess Dan and Gary, which I'm sure is foolhardy, but I'll stick my neck out and say that Fire Jade is the "Dark Side" of Amethyst's persona manifested as a separate entity. (Okay, I'm probably way out, but you see how absorbed I am already?)

Ric Estrada and Ernie Colon together are superb. The art is as beautiful, as eerie, as delightful, as I could have wished. The unique "look" of the Gemworld is still intact. I said in my loc in AMETHYST #7 that I couldn't imagine anyone but Ernie drawing this book. But I am prepared to reevaluate that statement, as I believe Ernie is not going to continue on AMETHYST. Ric should be a capable successor, judging by his contribution here.

That's it for now, I guess. Amethyst is back and fandom is grateful. Be seeing you.

All the best,
Dale Coe
41 Whitecross Road
Warrington
Cheshire, WA5 1LR
England

I can say for sure that Fire Jade is not the embodiment of Amethyst's "dark side," Dale, but it is a very good supposition. However, you'll be happy to know that you are on the right track in one aspect of your theory, because Fire Jade is definitely not who she seems to be, and when her true identity is

revealed in a few issues, boy, will you be surprised!

Dear Mr. Mishkin, Mr. Cohn, Mr. Estrada, and Mr. Colon,

Congratulations with getting AMETHYST, PRINCESS OF GEMWORLD off to a smashing success! I really enjoyed the first issue. Amy Winston is cute, but Amethyst is beautiful! She's even giving Wonder Woman and Starfire a run for their money!

And, if I'm not mistaken, you guys work on BLUE DEVIL (Mr. Mishkin, Mr. Cohn) and WONDER WOMAN (Mr. Mishkin). How about teaming all three together, dividing it into three parts, and ending it in WONDER WOMAN? Maybe that would perk up interest in that wonderful magazine.

Good luck with AMETHYST. After a maxi-series (a good one, I might add) and an annual, AMETHYST deserves to be a successful series too! Thanks for the happy reading.

Sincerely,
Jody Hamby
Robbins, TN 37852

Not a bad idea about the three-issue crossover, Jody, but we already have Amethyst's life and adventures mapped out for the foreseeable future, and I'm sure the same goes for characters in the other books. But you can never tell what will happen after that!

Dear Purplish Ones,

Today I read the premiere issue of The Comic Book That Was Supposed To Be Impossible. The revival of AMETHYST is apparently supposed to be doomed to failure. Some of the points against it are old ones, such as the "fact" that mags with female stars don't sell well and that the name is hard to pronounce, remember, and understand. Other negative points are new ones, like the fact that a new penciller is on board and that the concept was "burned out" in the maxi-series.

All of the above are at least semilegitimate concerns for this mag's survival, but I am nevertheless glad to see #1 and cheer both you and DC on in your efforts to make it a winner.

Ernie Colon's inventiveness as a designer will be missed here, but his inking should help to give the mag a tone

consistent with the original series. Ric Estrada is an inspired choice as the new penciller. He has many qualities similar to Colon's but is talented and independent enough to eventually forge his own view of the concept. In the past, Estrada has seemed to me to be a good artist in search of the proper spot. He would seem to have found a home here.

The plotting of the series could prove difficult. It would be very easy to fall into the trap of forever rehashing the original anti-Opal plotline, on an ever grander and grander scale. Dark Opal could cast a cloud of ultimate failure over this mag, either by always being the main enemy or by being so overwhelming a figure that non-Opal sequences seem only interludes between the "real" action. It's not that I hope never to see him again, just that he must be used very carefully.

Another problem is to keep your large cast of characters interesting and fluid, rather than locking them into static patterns.

Finally, I would suggest that it might be interesting to explore the political nature of Gemworld. As hinted in this issue, all is not perfect under the gem aristocracy.

Yours truly,
"T.M. Maple"
Box 1272 Station B
Weston, ONT

The maxi-series was as much Dark Opal's as it was our heroine's, because he was the basis, the reason, for Amethyst coming to the Gemworld. What's so wonderful, currently, is that we're not locked into essentially one story with lots of subplots. We now have the freedom of going in many directions, to constantly tell different tales. And don't worry about overdosing on Dark Opal, we love to hate him, too, but we don't want to overuse him, either.

Dear Karen,

When I was reading A.P.O.G., I anticipated and dreaded every issue because it brought me closer to the last issue. When I found out it was going monthly, I was overjoyed.

When I picked up the Annual, I had high expectations and they were fulfilled. The new art takes a little getting used to, but it's just as good.

There's one thing, though, in the maxi-series: Lady Turquoise pledged

herself to Amethyst, but in the annual she is ready to ally herself with the mysterious foe. Which side is she on?

Anyway, keep up the good work and bring on the next issue!

Enthusiastically yours,
Michael McArdle
147 Forest Ave
W.B., New York 11704

It's Lady Turquoise's curiosity and impetuosity that drove her in search of the mysterious foe in the annual, Michael. She wasn't, by any means, ready to ally herself with this evil force, she just couldn't turn down a good challenge. It will be interesting to see, however, what will become of Amethyst and the Lady Warrior's friendship now that we have a true love triangle cooking. But in the event of Gemworld trouble, I believe that Turquoise is intelligent and clear-headed enough to put aside her personal problems and join forces with her romantic rival.

Dear Karen,

AMETHYST #1 arrived last week, after my first council meeting, my first day on my new job, and after a meeting concerning this year's Edward Lander awards. After the Annual, with which I was terribly disappointed, I didn't expect very much. In fact, I was expecting next to nothing. I was actually looking forward to writing this letter, so I could rant and rave, and take out all my aggressions on you.

No such luck.

"The Long Way Home" was, from start to finish, the beginning of a fabulous new storyline to launch Amethyst into her new open-ended series. The introduction of Fire Jade, and good ol' Uncle Orville and Carl (Oh, no!) were inspired moves. The story was a perfect link from Amethyst's past to her future.

Congrats and Continued Success!

Rob Hagiware
358 Lander Hall HM-10
1101 NE Campus Parkway
University of Washington
Seattle, WA 98105

We're all for ranting and raving, Rob, in fact, we love a good controversy in these here columns. After all, we can't expect to please all the people all the time, right? But since you're one of Amethyst's loyal "letter hawks" from the very beginning, we're glad not to have disappointed you.

Dear Sirs,

Thank you very much for your series AMETHYST, PRINCESS OF GEMWORLD. It is a series worth more praise and respect than I alone can give. It had realism, adventure, fantasy, intrigue, suspense, romance, and best of all it had Amethyst.

She is truly a lovable and believable character. Her compassion, understanding, and strength are refreshing. She showed a determination and

wisdom that belies her young age. The plotting and characterization were superb. The artwork was fantastic and the coloring exquisite. Need it be said that I am completely satisfied. Thank you once more.

Now on to other matters. Unfortunately, this letter cannot continue in a positive direction. As pleased as I am with your first maxi-series, I am equally displeased with your future plans. I feel that making AMETHYST a monthly comic would ultimately destroy the magic now surrounding her. Granted the first years would be successful, but I feel that eventually it would lose its magic or our interest. AMETHYST is a success because it came from left field and caught our attention with its uniqueness. Capture the magic, savor it, keep it for eternity. Don't let it fade. Don't sentence Amethyst to the same fate as Superman, Batman, etc. These characters are not getting any older or younger.

Please consider my following ideas. I am no plotter, editor, or scripter, but I am a loyal fan of the princess. Here they are:

Instead of making AMETHYST a monthly, with no end in sight, why not instead make it a double-length maxi-series. Many readers such as myself choose this method so as not to give AMETHYST a beginning, middle, and end. Also, most of the readers felt that a second series was planned. A regular twelve-issue series could not give our characters the space required to develop. Thus, the double-length series.

The series could begin with Amy returning to the Gemworld to learn more of the history of her world and her parents. Witch-mother Citrina could narrate the series, telling Amethyst the whole history. Each house could be given two issues to develop and unfold. Starting with the lesser-known houses and ending with Emerald, Opal, and Amethyst in that order. The stories could cover the years before, during, and immediately after Dark Opal's reign.

For Amethyst, you could show who ruled the house before the marriage of her father and mother. Their courtship, rule, and eventual defeat at the hands of Dark Opal would be interesting to many of us. Amy could bring her earth parents to live on the Gemworld and then marry Topaz.

I know that you would reveal the real connection of Fawna to Dark Opal, the mysteries of the Diamond priests, the House of Emerald, and the reason for the feud between Moonstone and Aquamarine in your series. Unfortunately, it would be a few years down the line for all because the comic would headline Amethyst. With two maxi-series you could do so, without involving Amy at all. Don't get me wrong. I like Amethyst. But your minor characters were just as interesting as your main characters. Such are the woes of creating an excellent series.

I know you are in a "damned if you do, damned if you don't" situation. You can't please everyone all the time, but be a forerunner and give this series a definite ending with no final loose

strings. Put Amethyst on her pedestal and leave well enough alone.

This is my third letter to DC, and it takes a great deal to make me write to you. Never before have I felt so strongly against a decision in my life. Consider my ideas, please. There is no stopping the new DC. Although this letter may seem to the contrary, I am now and shall be a forever and devoted loyal fan.

J.C. Crepin
2200A Elmira Drive
Ottawa, Canada
K2C-1H5

Thanks for your complimentary and concerned letter, J.C., and if I can take your comments in order:

1) Although some of our readers objected to Amethyst's return publication, fearing the same eventual "loss of magic" as you do, an overwhelming majority urged us to continue her adventures.

2) It wasn't until a few months after the series was on the stands that we considered a comeback. AMETHYST wasn't expected to sell that well because it starred a female and it was a fantasy. We were honestly taken aback by its surprisingly good reception.

3) Your ideas for a "proposed double maxi-series" are good and that's all material we had been planning to explore as the series progressed. We feel that we've only just begun to tap the wealth of potential stories that we could do with Amethyst, her earth life, the Gemworld, its characters. We know that the further we go with this, more ideas will generate from other ideas, hopefully building into our own Gemworld "universe." An extremely strong concept like AMETHYST, PRINCESS OF GEMWORLD should be able to survive for a long, long time if it's handled with the utmost care, creativity, and integrity. And that's something we're going to try our best to do because we don't want to see "the magic that surrounds AMETHYST" ever disappear.

Special thanks to Kurt Schaffenberger for doing a splendid job filling in for Ric Estrade, who I'm happy to say is just putting the finishing touches on next issue's "The Boy Next Door." So make sure you all join Dan, Gary, Ric, Romeo, and yours truly in thirty days when Amethyst and Carnelian venture through an unworlly, unstable realm for the pathway back to the Gemworld! See you then—Karen



MEANWHILE...

1985 promises to be our best year yet. I say that with some confidence because I have worked for the last year with DC's editorial staff to line up the best mini-series, annuals, maxi-series, and specials that we could possibly do. It's our 50th anniversary and that means a lot to us! For the next 12 months you are going to watch us salute the best of our past and prepare for the next 50 years.

In coming months you will be treated to revivals of mainline characters such as Hawkman (starting next month), Aquaman, Zatanna, and the Red Tornado in their own exciting mini-series. We'll have another **SWORD OF THE ATOM SPECIAL** and bring you a **LEGION OF SUBSTITUTE HEROES SPECIAL** and a **GREEN ARROW SPECIAL**. Gil Kane and Jan Strnad have a maxi-series in the offing, and Doug Moench has two very special projects planned for this year.

But I didn't come here to talk about those. No, today I'm here to talk about what I consider to be the centerpieces of our anniversary celebration: **CRISIS ON INFINITE EARTHS** and **WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE**. These have both been in the planning stages for nearly four years and they are finally ready to be unleashed upon the public.

It all started when Marv Wolfman and Len Wein suggested we do a history of the DC Universe maxi-series to help straighten out some of the confusing continuity that has cropped up—as is expected from any creative company in business for 50 years. This project required a great deal of research and we brought in Ian Peter Sanderson to read just about every comic we have ever published. Bleary-eyed, Peter filled two gigantic notebooks with notes about our characters. From this, Len and Marv thought it would be easy to craft the maxi-series and have it all make sense.

Well, it took a little more time than they anticipated, so we held the entire project off until this year so it would coincide with this celebration. As they got more enthusiastic about the story, I got caught up in the creative flow and encouraged them to get even more

daring. From that grew what George Pérez named **CRISIS ON INFINITE EARTHS**. Marv created an enigmatic character, The Monitor, to be the catalyst, and since last year (actually longer, since he first appeared back in **TEEN TITANS ANNUAL #2**) this mysterious figure has popped up in almost all of our books.

Meanwhile, the storyline grew and grew and we knew this was becoming something too big for just one series. Thus, we created the **WHO'S WHO**, which will act as the companion piece for this series. The first issue of the **WHO'S WHO** came out last month and will continue for 24 months until every single one of our super-powered heroes and villains is catalogued.

Using Peter's research, newly hired Bob Greenberger prepared the notes and consulted with Len and Marv as they tackled the overwhelming task before them. After years in the making, both series are here and I am very proud of the finished results.

Enough history, let me tell you about these series. First off, the **CRISIS**, written by Marv and penciled by George, is a major storyline that will affect each and every one of our DC titles. It's a story about the parallel worlds concept—the one Julie Schwartz created in 1963 with his famous story "The Flash of Two Worlds"—and therefore it will bring into play everyone from the Golden-Age Superman to the Legion of Super-Heroes. Characters unseen in years will be seen once more and lots of confusing matters will be cleared up.

In the first issue alone we watch a familiar world fade from existence and see the Monitor for the first time. We'll be treated to the teaming of 15 very unlikely characters, plus the introduction of 3 new people, each of whom will play a major role in the story.

It's 12 issues, some of which will be double-sized, and the first one, now on sale, is a 32-page story with no ads and only 75¢ (our first anniversary present to you).

As the ads say, worlds will live, worlds will die, and the DC Universe will never be the same.

As I have reported in this space, we have been holding frequent meetings over the last year with the complete editorial staff to refine our ideas and get input from everyone who will be concerned with these series. The

meetings have continued and at times we brought in people from our marketing and business departments to get immediate approval of proposed changes. This is a group effort and one I am very proud to take part in.

Let me take a moment to discuss change. Many people, usually ardent fans of a series, resist change because they fear it will ruin what they have come to love. Yes, this can happen, but since every one of our writers and editors is working with Len, Marv, and me on the projects, we're making sure that the changes will be positive ones.

And they will be permanent ones. While some characters will die or retire, others will come into the spotlight for the first time. People's allegiances will alter, as will powers and costumes. This isn't change for the sake of change but the next step in the evolutionary process. And it's a step designed to make us viable for the next 50 years—and beyond.

Now, of course, you can't tell the players in a game this huge without a scorecard. And that's the **WHO'S WHO**. Primarily written and edited by Len, each issue will be 32 pages without ads, featuring all-new artwork by the biggest names in the entire comics industry, and all the facts you need to know about who these people are, where they came from, and what they can do is inside. The art is designed to show you the characters in and out of costume and using their unique abilities.

When finished, the 24-issue series will stand as our Bible. Budding artists can refer to this as a guide to what our characters look like, while new-talent writers will know the basics about why these people do the things they do. Len is saving the last few issues for updates so that changes occurring in the **CRISIS** will be reflected almost immediately.

Confidentially, I suspect Len, Marv, George, Bob, and maybe even me, since I'm inking the **CRISIS**, will all be ready for a padded room long before these series conclude.

You won't want to miss either of these series because, if you do, you'll miss out on the most exciting thing to happen to DC Comics since Superman first saw print. Quite a boast, but believe me, when this year is over, it will be a whole new ballgame and a game we're really excited about.

Join us and don't miss a thing! Thank You and Good Afternoon.

Dick

DC ON SALE WEEK CHECK OF JANUARY 10 LIST

☐ **Batman 382:** The Catwoman's back, but as friend or foe?

- ☐ **The Flash 344:** Kid Flash testifies against his mentor!
- ☐ **G.I. Combat 276:** More Haunted Tank and Mercenaries thrillers!
- ☐ **Superman 406:** Two more titanic tales with the Man of Steel!
- ☐ **Arak, Son of Thunder 43:** Arak versus the god Gilgamesh!
- ☐ **Amethyst 4:** Amethyst is gone, but Any fights for her life!
- ☐ **Jemm, Son of Saturn 8:** Syrra's whereabouts are finally revealed!

- ☐ **Star Trek 13:** Kirk meets the Mirror Universe's rebellion—led by his son!
- ☐ **Omega Men 25:** Kalista versus the Brax Warriors alone!
- ☐ **New Talent Showcase 16:** More tales from tomorrow's top talent!
- ☐ **Camelot 3000 12:** At last—the time has come for... the conclusion!
- ☐ **Legion of Super-Heroes 9:** A reunion is interrupted to save Hong Kong!